ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by: sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

TABLE OF CONTENTS

EA SPORTS
NASCAR THUNDER 2002

USING THE XBOX™
VIDEO GAME SYSTEM

Disc tray

XBOX   Microsoft

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3
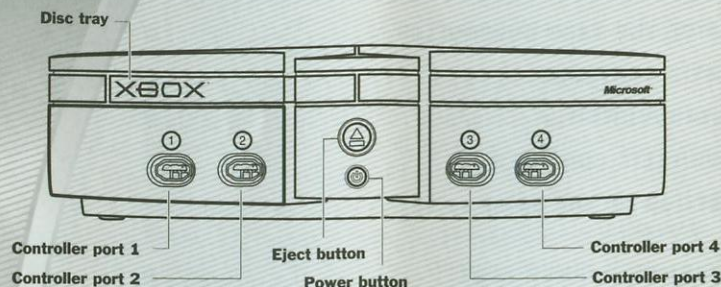
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the *NASCAR® Thunder™ 2002* disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR Thunder 2002*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX
CONTROLLER

NASCAR THUNDER 2002

XBOX CONTROLLER CONFIGURATIONS

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
White button
Black button
Y button
B button
X button
A button

Directional pad
Right thumbstick

BACK button   **START button**
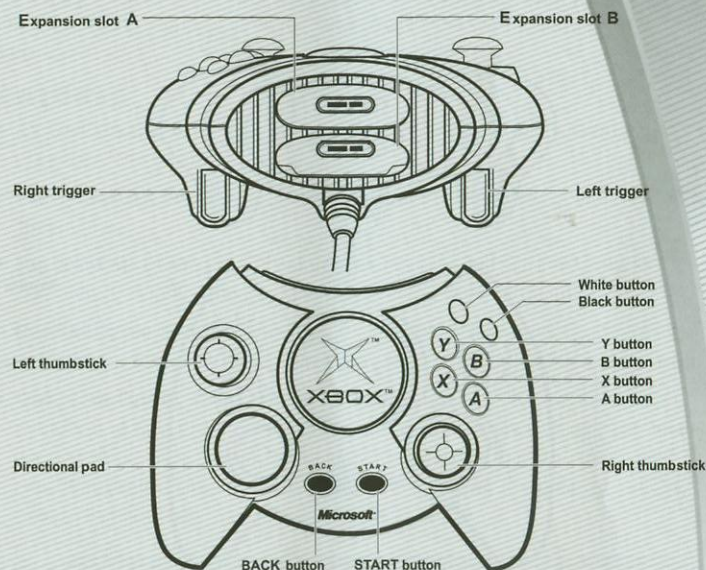
1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.

2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR Thunder 2002*.

BASIC CONTROLS

Learn these controls to get up to speed quickly.

GAME CONTROLS

Accelerate ——— ——— Brake

——— Reverse

Steer ——— ——— Change View
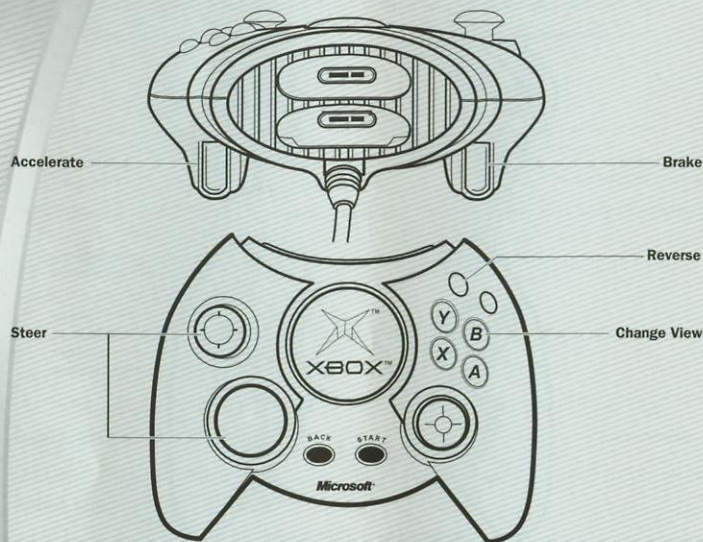
❖ For a more detailed list of commands, ➢ *Complete Controls* on p. 6.

INTRODUCTION

NASCAR Thunder 2002 roars onto your Xbox™ video game system from Microsoft® with the most authentic and competitive racing experience on the Xbox. Race the tracks, cars, and stars from the thrilling world of NASCAR® and create your own legendary champion.

FEATURES

❖ **43 Cars On the Grid**—Full fields, with the largest number of competitors ever seen on console.

❖ **Every NASCAR Venue**—23 tracks including the new Chicagoland and Kansas speedways.

❖ **Top NASCAR Drivers**—Over 50 drivers including Jeff Gordon, Tony Stewart, Dale Jarrett, Bobby Labonte, Mark Martin, and Dale Earnhardt Jr.

❖ **Race Multiple Seasons**—See if you can triumph as Series Champion and defend your title over multiple seasons as you build a NASCAR career.

❖ **Complete Career, from Rookie to Champion**—Create your own racing dynasty and race up to 20 years in a career. Earn money to upgrade your car by completing sponsor contracts. Win Championships to unlock new cars. Win eight Championships to beat the record of the greatest NASCAR driver—Richard Petty.

For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

COMPLETE CONTROLS

Grab hold of these controls and race wheel-to-wheel against *NASCAR Thunder's* top drivers.

COMPLETE RACING CONTROLS

Steer	D-pad or **left thumbstick** ←/→
Accelerate	R
Brake	L
Reverse (when already stopped)	⊙
Change view	B
Track map/Damage meter	Y
Toggle **rear view mirror** ON/OFF	●
Toggle **HUD** ON/OFF	BACK
Shift up (manual transmission only)	X
Shift down (manual transmission only)	A
Pause Game	START

MENU SCREEN CONTROLS

Highlight menu items	D-pad or **left thumbstick** ↑/↓
Cycle choices/Move sliders	D-pad or **left thumbstick** ←/→
Select/Go to next screen	A
Cancel/Return to previous screen	B
Help	X (hold down)

SETTING UP THE GAME

Take some time to set up your game before you run your car. You'll stand a better chance against *NASCAR Thunder* drivers if you've got some fundamental skills and an understanding of the track before you get behind the wheel.

MAIN MENU

From the Main menu, you can start a race, select a game mode, adjust your settings, or see what's coming up from EA SPORTS.

QUICK RACE	Jump into a race as your favorite driver on your favorite track. In Quick Race, you start mid-way up the pack, unless you choose to qualify. (➤ *On the Track* p. 9).
RACE MODES	Race your way through a NASCAR Season, build a NASCAR Career, or Create-a-Car.
SETTINGS	Choose Advanced or Standard mode, and modify or load Gameplay, Display, Controller, Assists, and Sound settings.
INSIDE EA SPORTS	Check out the EA SPORTS lineup, view credits, or play one of the movies from the game.

STARTING A QUICK RACE

Trade paint in a single race and see if you can take the checkered flag.

To start a single race:

1. From the Main menu, choose QUICK RACE. The Quick Race options appear.

2. Highlight 1 PLAYER and press **A** or **START**. The Driver Select screen appears.

3. Press the D-pad left or right to choose a driver and then press **A** or **START** to advance to the Track Select screen.

➲ Pull **L** or **R** to cycle through driver categories.

➲ To create a car, select the Create-a-Car option from the driver select screen (➤ *Creating a Car* on p. 11).

4. Press the D-pad left or right to choose a track and then press **A** or **START** to advance to the Race Weekend menu.

RACE WEEKEND MENU

Navigate between all your NASCAR weekend events.

|	
CAR SETUP	Get under the hood and tweak your car (➤ *Car Setup* on p. 16).
PRACTICE	Take a few practice laps around the track to learn how to handle your car.
QUALIFY	To start near or at the front of the pack, you must record a fast qualifying time. If you don't qualify before a race, you automatically start from the back of the field, except in a Quick Race, where you start in the middle.
START RACE	Go to the track for the start of the race.
SETTINGS	Choose Advanced or Standard mode, and modify or load Gameplay, Display, Controller, and Sound settings.
QUIT	Return to the Main menu.

ON THE TRACK

This section gives you all the info you need to dominate a speedway, superspeedway, short track, or road course.

RACE SCREEN

Track map

Stat overlay

Fuel Gauge

Speedometer (MPH)
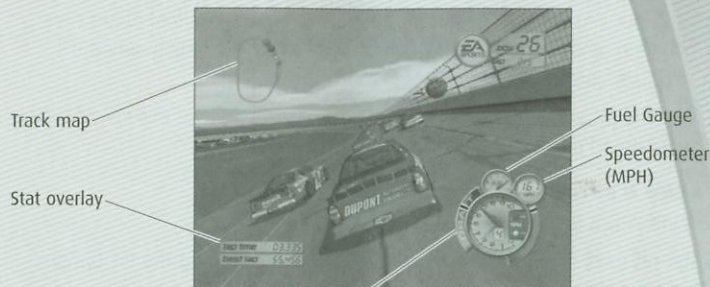
Draft meter—the closer and more inline you are to the car in front of you, the more of a draft you get

FLAGS

GREEN	The green flag indicates the start of the race. When the green flag drops, it's time to step on the gas. The green flag also appears after a yellow caution flag during the race.
YELLOW	The yellow flag cautions drivers to slow down and hold their positions because an unsafe condition exists on the race track. Cars on the lead lap may pit on the first lap under yellow after NASCAR officials open pit road.

NOTE: When the yellow flag comes out, all the cars are computer controlled. Get ready to resume control when the green flag appears.

WHITE	The white flag indicates that the lead driver is in his final lap of the race. This is your last chance to catch the leader. If you're in front, hold the lead because the pack will be making a last-ditch effort to hunt you down.
CHECKERED	The checkered flag indicates that the lead driver has crossed the finish line and won the race.

- ❖ Following the race and the race highlights, the Race Stats screen displays each driver's finishing position and time/laps behind the leader.
- ❖ After a Season or Career race, the Season Standings screen appears. When you exit the Season Standings, the Season menu appears.

PIT STOPS

There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when it's time to refuel, change the tires, or repair damage.

- ❖ There is a pit entry speed limit of 100 mph. If you exceed this speed limit, a five second penalty is added to your pitstop time.

To make a successful pit stop:

1. Decide which services you want before entering the pits.
2. Enter pit road. The computer takes control of your car and the Pit Options menu appears.
3. Select options before your car comes to a stop.
4. When the pit stop is complete, your car pulls out of its stall. Hit the accelerator as you exit pit road to get back on the track.

PAUSE MENU

To bring up the Pause menu, press **START** at any time during the race.

RESUME RACE	Return to the track.
RESTART RACE	Restart the race from the green flag.
PIT OPTIONS	Set new defaults for when you next enter pit row.
CAR SETUP	Adjust car setup (➤ p. 16).
	❖ Car Setup can only be accessed during Practice or Race Weekend.
RACE STATS	View race stats by driver.
SETTINGS	Adjust your settings (➤ p. 11).
QUIT RACE	Abort the race and return to the Main menu.

CREATING A CAR

Design your very own NASCAR car and put yourself in the driver's seat.

DRIVER	Highlight the Driver tab and press Ⓐ to edit your created car's driver information, including name, team, birth date, and more.
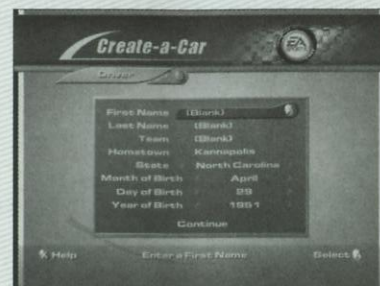
CAR	Select the make, scheme, number, and style of number.

- ❖ You can also select a Pre-Fab car and tweak it to your liking.

COLORS	Select main, secondary, highlight, and number colors.
SPONSORS	Choose primary, secondary, associate, and contingency sponsors.

SETTINGS

Adjust the settings to suit your style of racing.

NOTE: Default options are listed in **bold** in this manual.

GAMEPLAY

AI DIFFICULTY	Race as a **ROOKIE**, VETERAN, or LEGEND. Increase the difficulty level as you gain experience.
RACE LENGTH	**3**, 5, 10, 25, 50, 100%
UNLIMITED FUEL/TIRES	When **ON** cars never run out of fuel and their tires never wear. When OFF, you will need to pit for tires and fuel on 5% or longer races.

DAMAGE	Set the durability of the cars on the track. When ON, cars that sustain enough damage can be eliminated from the race. When **LIMITED**, if your car gets damaged, press brake to have it auto-repaired. When OFF, cars sustain no damage.
YELLOW FLAGS	When ON, whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution (the computer controls your car while the yellow flag is out).
MULTIPLAYER SPEED COMP	Available in Multiplayer Mode only. Set **ON** to give the trailing car a boost, giving them a chance to catch up. Choose off to disable this feature.

DISPLAY

LEADERBOARD	Toggle the Leaderboard ON/**OFF**.
INFO DISPLAY	Choose to display **TRACK**, DAMAGE, or NONE.
CAMERA ANGLE	Choose **CLOSE CHASE**, FAR CHASE, BUMPER, COCKPIT, or ROOF camera view.
REAR VIEW MIRROR	Toggle ON/**OFF**.
WIDESCREEN	Toggle ON/**OFF**.

ASSISTS

Some mode settings are the same as those mentioned in the Gameplay Settings menu (➤ p. 11). Duplicates have been omitted.

MODE	Toggle between **STANDARD** or ADVANCED. This reads "Custom" if you select a combination of on and off settings.
INFORMATIVE BEST LINE	When ON, the quickest path around the track is indicated by a multi-colored line.
STABILITY CONTROL	When **ON** or LIMITED, helps control the steering and traction of your car to help you keep a line. If you want a more challenging driving experience, set this to LIMITED or OFF.
AUTO BRAKE	When **ON**, provides help braking in corners.

CONTROLLER

Choose one of four controller configurations.

❖ From the Controller Settings screen, press the D-pad left or right to cycle through the setup choices, then press **B** to accept the setup shown and exit.

NOTE: Controls listed in this game manual are from Config 1.

SOUND

Adjust master, speech, sound effects, engine, and music volume, and set the speech type and menu music.

SEASON MODE

You don't have to win every race to end the season on top. Compete consistently in a series of races in quest of a NASCAR championship.

To start a new Season:

1. From the Main menu, choose RACE MODES. The Race Mode options appear.
2. Highlight SEASON and press **A** or START. The Season options appear.
3. Highlight NEW and press **A** or START to advance to the Season Introduction screen.
4. Read the introduction and press **A** or START to advance to the Season Setup screen.

⊃ To load a saved season, choose LOAD from the Season Mode options

SEASON SETUP MENU

From the Season Setup menu you can choose your schedule, and set NASCAR options. After choosing OK here, you are taken to the Season Driver Select screen. Selecting your driver works similarly to selecting a driver for a Quick Race (➤ *Starting a Quick Race* on p. 8). Most of the items on the Season Setup menu are explained in *Settings* (➤ p. 11), except Number of Users and Schedule explained below.

NUMBER OF PLAYERS	Choose 1–4 Players.
SCHEDULE	Set the number of races in your season (**12 RACES**, 24, 36, or CUSTOM).

How to use a Custom Schedule:

1. From the Season Setup menu, choose a CUSTOM schedule and then continue to the Custom Schedule screen.

2. From the top window choose ADD RACE and press Ⓐ or 🔘START. The cursor moves to the lower left window.

3. Press the D-pad up or down to scroll through the races. When the race you want to add to your schedule is highlighted, press Ⓐ or 🔘START.

4. Continue in this way until you've selected all of the races you want to include in your custom season. Then press Ⓑ to move the cursor to the upper window.

5. Choose DONE and press Ⓐ or 🔘START to advance to the Driver Select screen.

➲ To remove a race from your custom season, select REMOVE RACE and press Ⓐ or 🔘START. Then select the race to be removed in the same way that you selected races to add.

➲ After you have setup your season, press Ⓐ or 🔘START to continue to the Driver Select screen.

➲ Press the D-pad left or right to cycle through available drivers. Press Ⓐ or 🔘START to select your driver.

➲ To create a car, cycle through until the Create-a-Car option appears and then press Ⓐ or 🔘START to select (➤ *Creating a Car* on p. 11).

SEASON MENU

RACE WEEKEND	Start the next race.
STATS/INFO	View the schedule, driver standings, stats, and awards.
SETTINGS	Choose Advanced or Standard mode and adjust gameplay, display, controller, assists, and sound settings.
SAVE SEASON	Save the current season and stats.

NASCAR POINTS SYSTEM

Rack up some points and you don't have to take the checkered flag every race to end up the Season Champ. The chart below indicates the points awarded for the top 24 spots.

POSITION	POINTS	POSITION	POINTS	POSITION	POINTS
1	175	9	138	17	112
2	170	10	134	18	109
3	165	11	130	19	106
4	160	12	127	20	103
5	155	13	124	21	100
6	150	14	121	22	97
7	146	15	118	23	94
8	142	16	115	24	91

❖ Drivers who finish below 24th place receive three points less for each position (e.g., 25th place receives 88 points; 27th place receives 82)

BONUS POINTS

In addition to earning points based on finishing position, you can earn bonus points for leading at any point during the race.

❖ Each driver who leads the race for at least one lap receives five bonus points.

❖ The driver who leads for the most laps in a race receives an additional five bonus points.

CAREER MODE

Go for the championship. Create your car and drive your way to the top. Upgrade your car through money you earn in sponsorship deals and races.

To start a new Career:

1. From the Main menu, choose RACE MODES. The Race Modes options appear.

2. Choose CAREER and press Ⓐ or 🔘START. The Career Mode options appear.

3. Choose NEW and press Ⓐ or 🔘START. The Career Introduction screen appears.

4. Read the intro and press Ⓐ or 🔘START to advance to the Career Setup menu.

❖ The Career Setup menu is similar to the Season Setup menu (➤ *Season Setup* on p. 13 for more information).

5. After you have set up your career, press Ⓐ or 🔘 to continue to the Driver Select screen.

❖ You can only use created cars in Career Mode. If you do not have a previously saved created car on a Memory Unit (MU), then you need to create one here by choosing Create-a-Car at the Driver Select screen (➤ p. 11).

⤳ To load a saved career, choose LOAD from the Career Mode options.

SPONSORSHIP

The Career menu is similar to the Season menu with the exception of Car/Sponsorship options.

OFFERS	Review your Primary, Secondary, Associate, and Package sponsorship offers. Be sure to note how you're expected to perform and what salary you'll earn.
	⤳ Pull the Ⓛ and Ⓡ to cycle through types of sponsors.
STATUS	Review your sponsorship contracts and your progress and status in terms of your goals.
HISTORY	Check out your races, income, and success.

NOTE: You need to complete a sponsorship task before the history tab will appear.

CAR ATTRIBUTES	If you have enough money, purchase upgrades to improve your race car.
MODIFY CAR	Change the look of your car at any point in your career, unless you have a Package Sponsor.

CAR SETUP

Before you take on the pros, set up your car to suit your driving style and the track you're racing on.

❖ Watch the meters on the right side of the screen to see how your changes affect your car's handling, top speed, acceleration, tire wear, and steering response.

⤳ Pull the Ⓛ or Ⓡ to toggle between meters and the baseline settings for each track.

⤳ Press Ⓞ or ⬤ to cycle through tracks when baseline settings are shown.

TRANSMISSION	An **AUTOMATIC** transmission provides a smooth, no-hassle race, but a MANUAL transmission lets you squeeze more out of each gear.
TIRE PRESSURE	Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling and increasing tire wear.
REAR SPOILER	Increasing the degree of the Rear Spoiler provides better grip to the rear tires, but sacrifices top speed due to aerodynamic drag.
SUSPENSION	Higher suspension settings increase the amount and speed of available steering. Try softer suspension settings on faster tracks and tighter settings on short tracks and road courses.
WEDGE	Wedge lets you distribute weight to different corners of the car. Increasing wedge adds weight to the left rear corner and tightens up the car (car tends to lose grip in the front first). Decrease to transfer weight to the right front for a loose-running car (car tends to lose grip in the rear first).
GEAR RATIO	Set the height of your gear ratios. If you have a short gear ratio, you can accelerate quicker, but top speed is lower. Taller gears provide greater speed, but takes longer to get up to speed.
DEFAULT SETUP	Reset all options to their original settings.
SAVE SETUPS	Save your setups to an MU.
LOAD SETUPS	Load your setups from an MU.

⤳ Press Ⓑ or 🔘 to exit the screen. Accept or reject your changes in the pop-up.

SETUP TIPS

Your car setup can dramatically affect your driving performance. Check out these tips to get a crash course on how different settings can influence your race performance.

More spoiler means more downforce and grip, but less top speed. Lower the spoiler as much as you can and still control your car.

EA TIP: Use baseline (in Car Setups) to compare one track to other similar tracks. If you have a good setup on one track, it will probably work well on a similar track.

❖ Suspension makes your car more responsive. Increase it to as much as you can handle.

❖ On most tracks, you want to change the gear ratio so that you just barely red-light your engine at the end of the longest straightaway.

> **EA TIP:** You can load/save separate car setups for qualifying and racing. For Qualify setups, you don't need to worry as much about blowing an engine or wearing your tires, among other things.

> **EA TIP:** Wedge makes you tighter (right, positive) or looser (left, negative). If you do a two-tire pit change, change your wedge to counteract the effects of tire wear that make your car run tight or loose. Remember: righty tighty, lefty loosey.

TRACK TIPS

Different tracks call for different setups. You'll want to experiment with different setups during practice to see what settings work best with your driving style on a particular track. But below we've listed a few general tips to get you started.

❖ On Short Tracks use lower gear ratios, a high spoiler, and higher suspension.

❖ For Speedways, set medium gear ratios, about a 60 degree spoiler, and medium suspension.

❖ For Superspeedways, use high gear ratio, set your spoiler as low as you can, and adjust for lower suspension.

❖ On Road Courses, use a mix of short track and speedway strategies, depending on the nature of the specific course.

SAVING AND LOADING

Save your created cars and favorite settings to a memory unit for easy access to racing the way you like it.

To save settings:

1. After you adjust your settings, press **B** or **BACK** to return to the Main menu. A prompt appears asking if you'd like to save your settings.

2. Choose YES and press **A** or **START** to save your settings. The Save File screen appears.

➲ To select an expansion slot, pull **L** or **R**.

➲ To view all saved files (not just saved settings), press ○ or ●.

3. Press **A** to save your settings file. If you've already saved a settings file, you will overwrite your old settings with the new file.

❖ You can only save one settings file per MU.

➲ To delete a file, highlight it and press **Y**.

To save a created car:

1. After you finish inputting your Create-a-Car choices, select done in the Sponsorships tab, or press **B** or **BACK** in the Create-a-Car tab menu. A pop-up appears asking if you want to save your created car.

2. Choose YES and press **A** or **START** to save your car. The Save File screen appears.

➲ To select an expansion slot, pull **L** or **R**.

➲ To view all saved files (not just create-a-cars), press ○ or ●.

3. Press **A** or **START** to save your create-a-car file.

➲ If you want to overwrite a created car, highlight the file to overwrite and press **A**.

➲ To delete a car, highlight it and press **Y**.

To load saved settings:

1. From the Main menu, choose SETTINGS. The Settings options appear.

2. Choose LOAD and press **A** or **START**. The Load File screen appears.

3. Highlight the settings file you want to load and press **A** or **START**.

➲ To navigate between expansion slots, pull **L** or **R**.

➲ Saved Settings are automatically loaded on startup if you have your memory unit inserted.

To load a car:

➲ Saved Created Cars are automatically loaded on startup if you have your memory unit inserted. To load created cars after starting, press **Y** at the Driver Select screen.

➲ Your created cars appear at the end of the NASCAR drivers. Press the D-pad left or right or pull **L** or **R** to cycle through the drivers/cars until you see your created car and driver.

> **NOTE:** Never insert or remove an MU when loading or saving files.

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"Sweet Home Alabama"

Performed by Lynyrd Skynyrd

Written by Ronnie VanZant, Edward King and Gary Rossington

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Kalehoff Productions, Inc.

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